

AGB-AQWE-USA

GAME BOY ADVANCE®

GAME & WATCH™  
GALLERY 4

INSTRUCTION BOOKLET

Nintendo®

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

E  
EVERYONE  
COMIC MISCHIEF



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



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For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

**1-900-288-0707**

U.S. \$1.50 per minute

**1-900-451-4400**

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

# CONTENTS

★★ Game & Watch History	6
★★ Getting Started	10
★★ Modern and Classic Modes	14
★★ Games	
Fire	16
Boxing	18
Rain Shower	20
Mario's Cement Factory	22
Donkey Kong Jr.	24
Donkey Kong 3	26
★★ Linked Matches	28
★★ Gallery Corner	30
★★ Warranty & Service Information	35



# WELCOME TO GAME & WATCH GALLERY 4!

The Game & Watch series has finally come to the Game Boy Advance!

Now, these famous Game & Watch titles are better than ever! Classic mode brings you perfect reproductions of the original titles: from the graphics to the sounds, from the classic controls to the addictive game play, you'll never come closer to the original handhelds! In Modern mode, each of these games has been rearranged, with updated graphics and sounds and all new challenges to give a twist to the classic game. At first, only six games will be available, but the more you play, the more games you'll unlock!

But that's not all! This game also boasts a realistic recreation of the original Game & Watch liquid crystal display! For the first time ever, the Game & Watch experience in Classic mode is closer than ever to the original!

The controls are simple, and the rules are easy. Whether you played the original Game & Watch series or not, you'll be hooked right from the start!

Get ready to witness the birthplace of action games!



Originally released in the early 1980s, the “Game & Watch” line marked Nintendo’s entry into the portable video-game market. Conveniently sized and small enough to fit in a pocket, they quickly became a hit. Starting with “Ball,” released in 1980, these games evolved to wide-screen and then multiscreen formats as their popularity soared and brought them to schools and workplaces!



### Fire

Emergency! The building's on fire! Help the falling people make their way to the ambulance! Originally released in 1980, 1981

### Boxing

This title was designed for two-player action. Bandy blows back and forth in this head-to-head bout! Originally released in 1984



### Rain Shower

Oh no! It's raining! And you just hung out the wash to dry! Don't let your clothes get wet! Originally released in 1983



### Mario's Cement Factory

Something's wrong at the cement factory! Keep the cement flowing, and don't let it spill over! Originally released in 1983

### Donkey Kong Jr.

Deftly dodge the crocodiles and birds as you try to rescue the captured Donkey Kong! Originally released in 1983



### Donkey Kong 3

Blast the bees with your spray bottle and push them back at Donkey Kong! Originally released in 1984

# GETTING STARTED

Start the Game! Insert the Game & Watch Gallery 4 Game Pak into your Game Boy Advance system and turn on the power.

On the title screen, select “Play the Game” with the + Control Pad and press the A Button. A message will appear about the autosave feature. Please read it carefully. Press the A Button to continue to the Game Select screen.

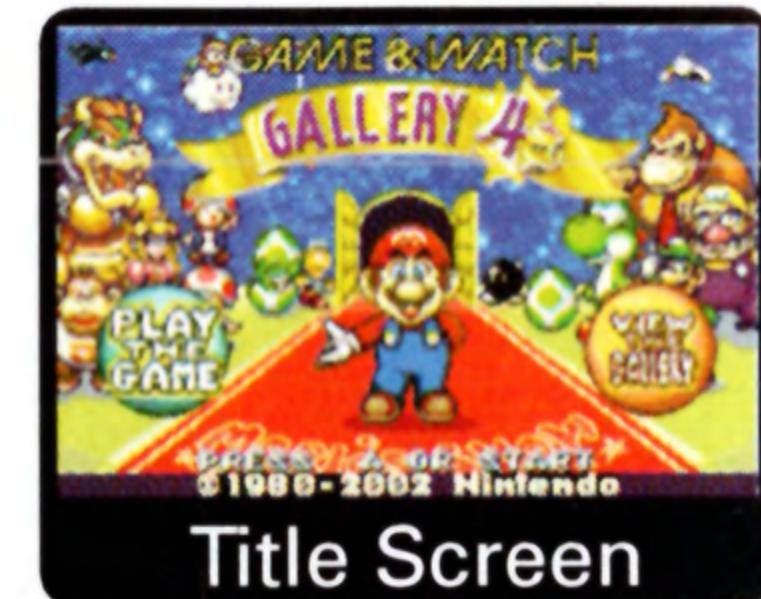
If you leave the title screen on for a while, you will see a brief demo. Press any button during the demo to return to the title screen.

## Saving

Game & Watch Gallery 4 automatically saves all high scores and records.

## Erasing Saved Data

Using the + Control Pad on the title screen, press up-up-down-down-left-left-right-right quickly to erase all data. A sound will notify you if you did it properly.



Title Screen



Pausing and turning off the power will allow you to start the game from the paused position the next time you turn on the power.

### **Let's Give It a Try!**

When you want to quit midgame without losing your position, press START to pause and then turn off the power once the Pause screen is displayed.

Next time you turn the power on, a message will appear, telling you that you have saved-game data for one of the Game & Watch games. Press the A Button to continue your game from the paused location.



If you start another game, your autosaved game will disappear.



## Play the Games!

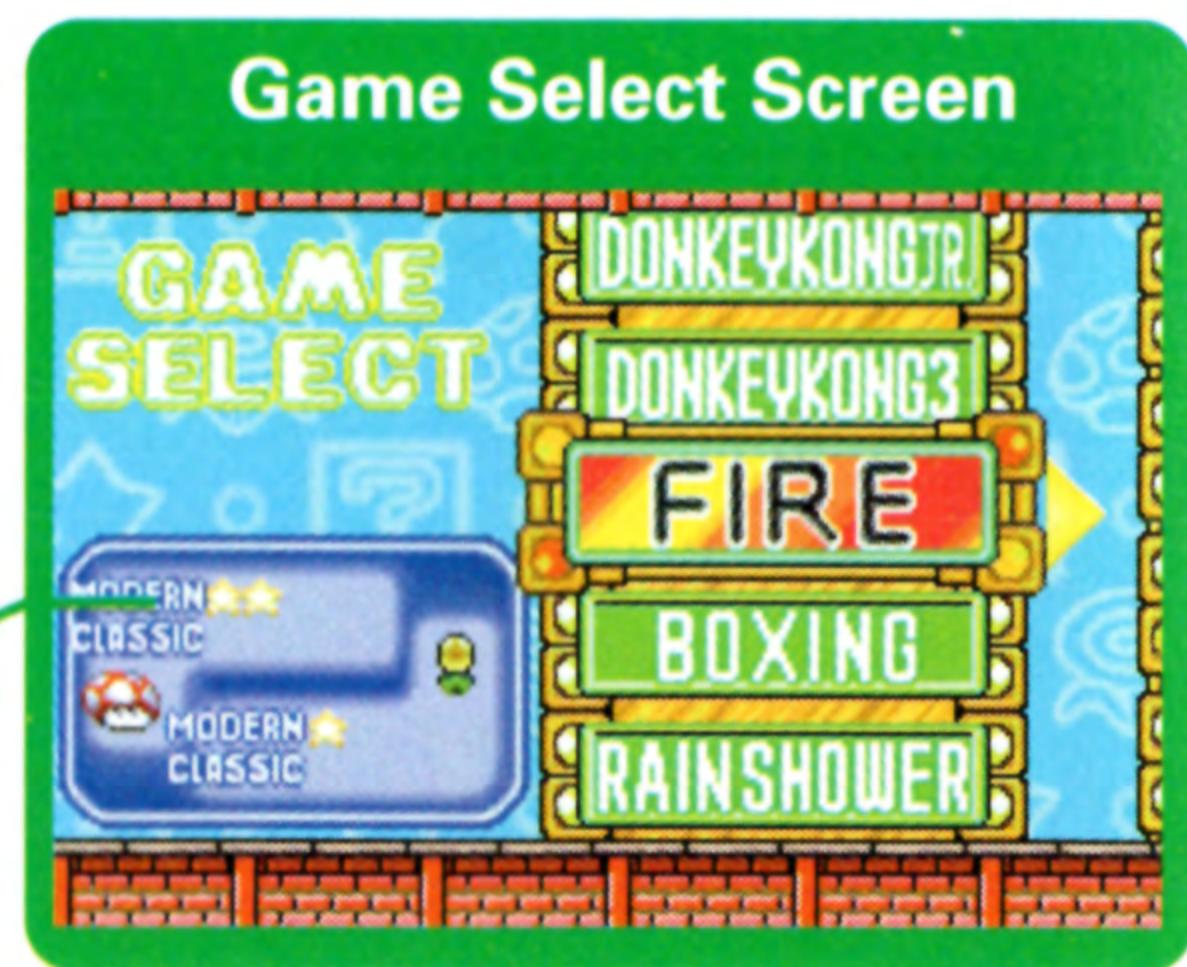
Select “Play the Game” on the title screen to go to the Game Select screen. Press up or down on the + Control Pad to choose a game, and then press the A Button. Press the B Button to return to the title screen.

Press right on the + Control Pad to access another whole Game Select screen! But first, most of these games will appear as ??? blocks. When you’ve earned enough stars, you’ll unlock new games!

## Collect Stars

The Game Select screen displays the number of stars you have collected for each game. You receive one star for every 200 points in any game. Collect enough to open everything in the gallery! The more you collect, the more games you will be able to choose from the Game Select screen. (See pg. 30 for more information about the Gallery Corner.)

Number of Stars





## Choose a mode

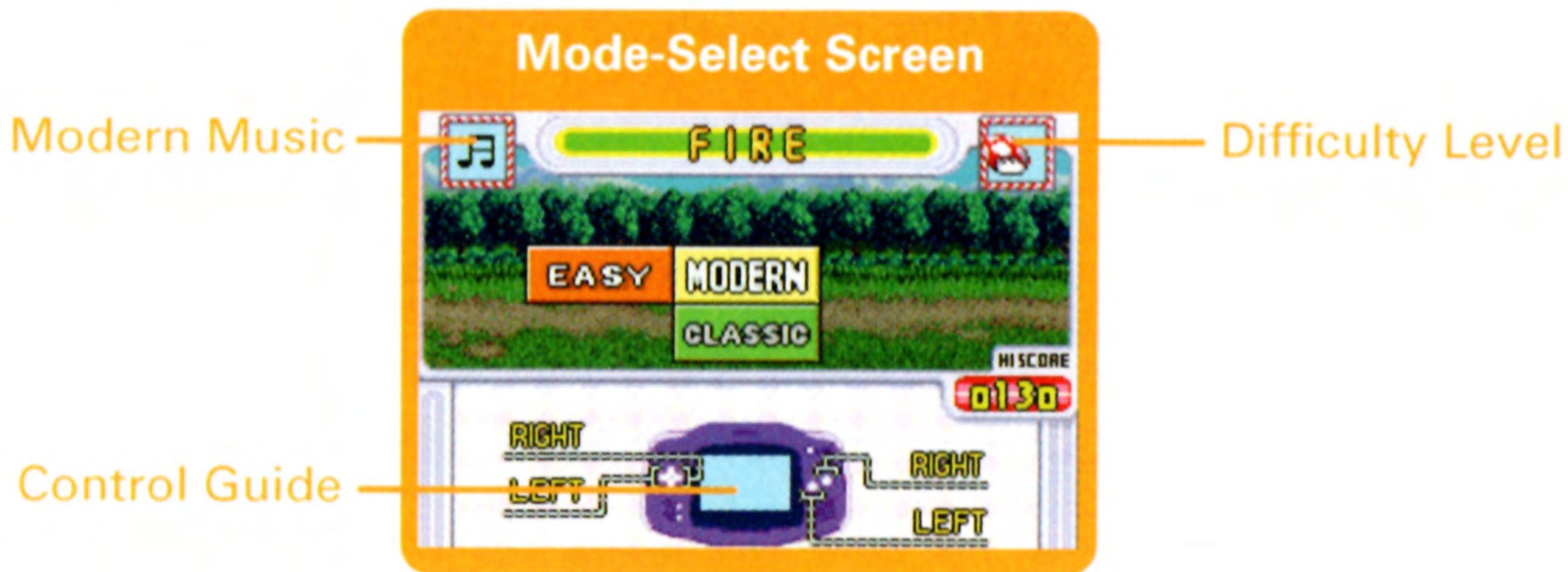
Once you have selected a game, the mode-select screen will appear. Press up or down on the + Control Pad to choose Modern or Classic, then press left or right on the + Control Pad to choose a difficulty level. Now, just press the A Button to start the game! Press the B Button to return to the Game Select screen.

Modern – Newly redesigned version

Classic – Original Game & Watch version

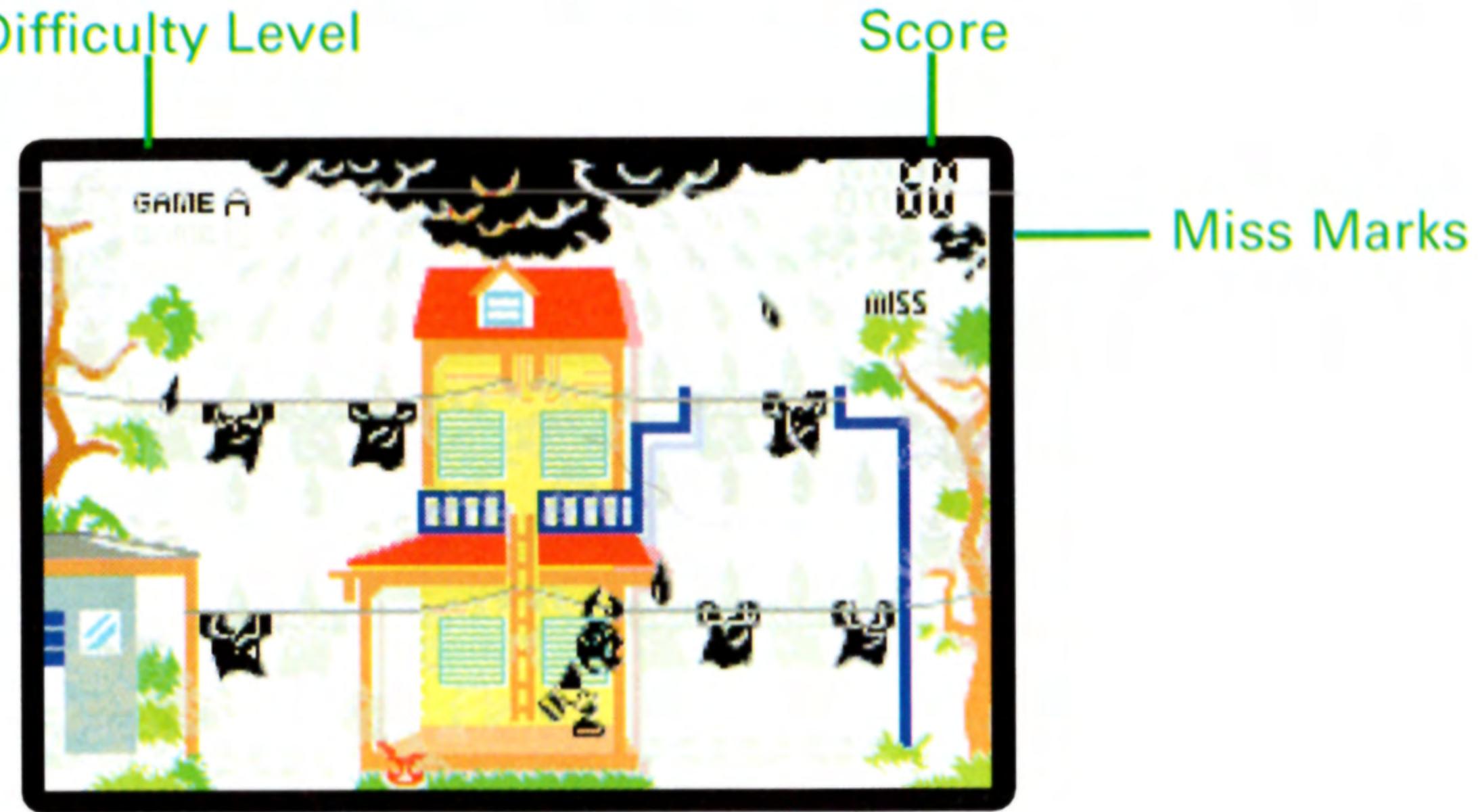
## Turn Off Game Music

On the mode-select screen, you can turn off the music for Modern games. (Only the sound effects will remain.) Toggle this feature on/off with SELECT. When the mark in the upper left-hand corner disappears, the music is off.



# MODERN AND CLASSIC MODES

## Classic Mode



## Miss Marks

All games end when you get three Miss marks. However, under certain conditions, you may be able to clear out your Miss marks.

## Classic Mode

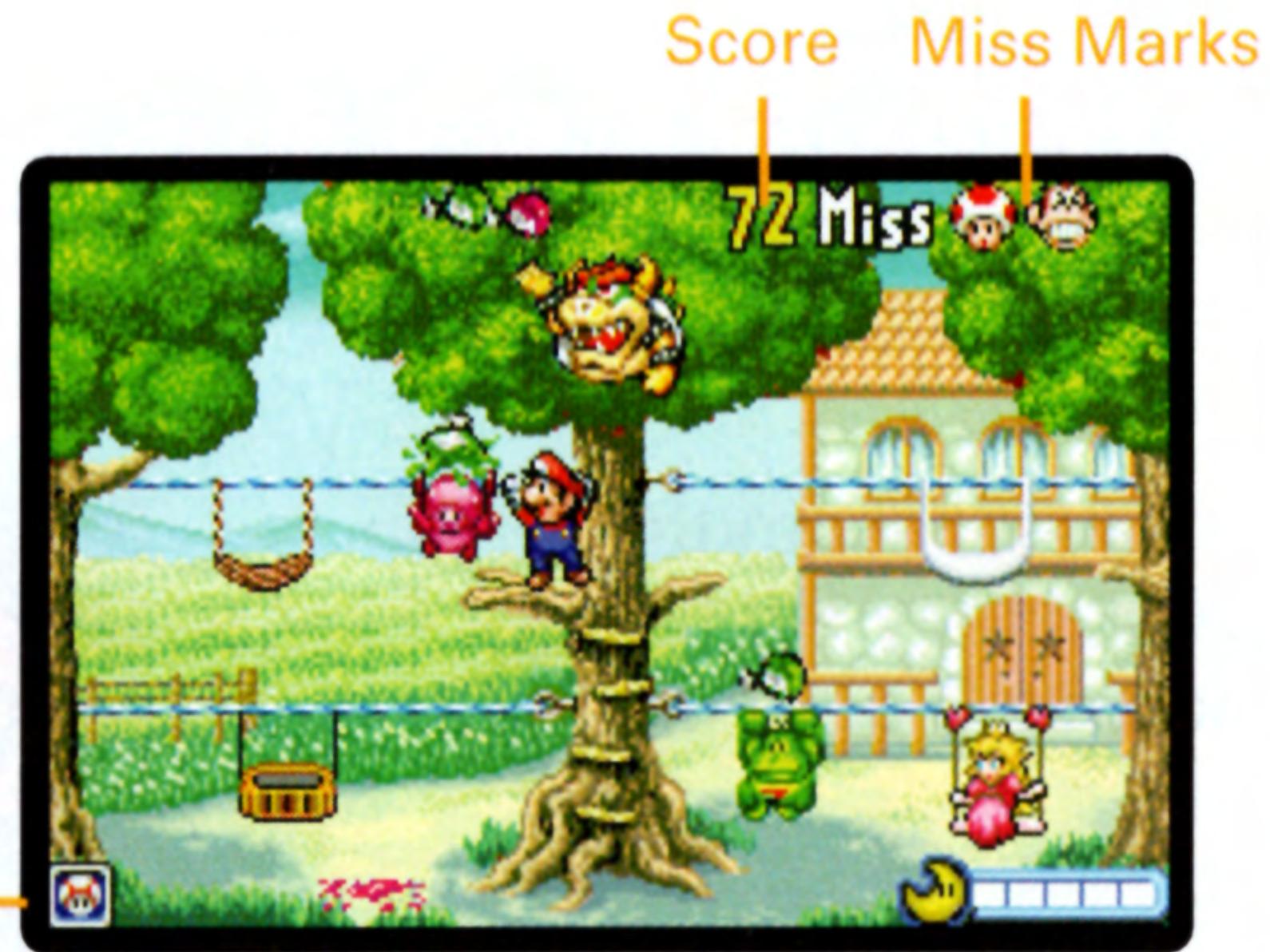
Once you reach a certain score, your Miss marks will automatically disappear.

## Modern Mode

Once you reach a certain score, a Heart will appear. Grab it to remove one Miss mark.



## Modern Mode



## Common Control Explanations

Press the A and B Buttons, START, and SELECT simultaneously to reset at any time. Press START to pause or quit the game.

### CONTINUE

Resume the game

### EXIT

Return to the game's mode-select screen

### Pause screen

Turn off the power on this screen to quit and save your game position.





Catch the characters falling from the burning building and help them to the carriage.

## Classic

On Easy, characters only fall from the fourth floor, but on Hard, they fall from the third floor, too, so watch out!

## Modern

Different characters bounce to different heights, so keep an eye on which characters fall faster! Catch an egg once to see what's inside. Make sure to carry stars all the way to the carriage, but drop the Bob-ombs before they reach the carriage, or you will get a Miss mark!



# CONTROL GUIDE



+ Control Pad

Move ◀▶

START

START

Pause game



A Button

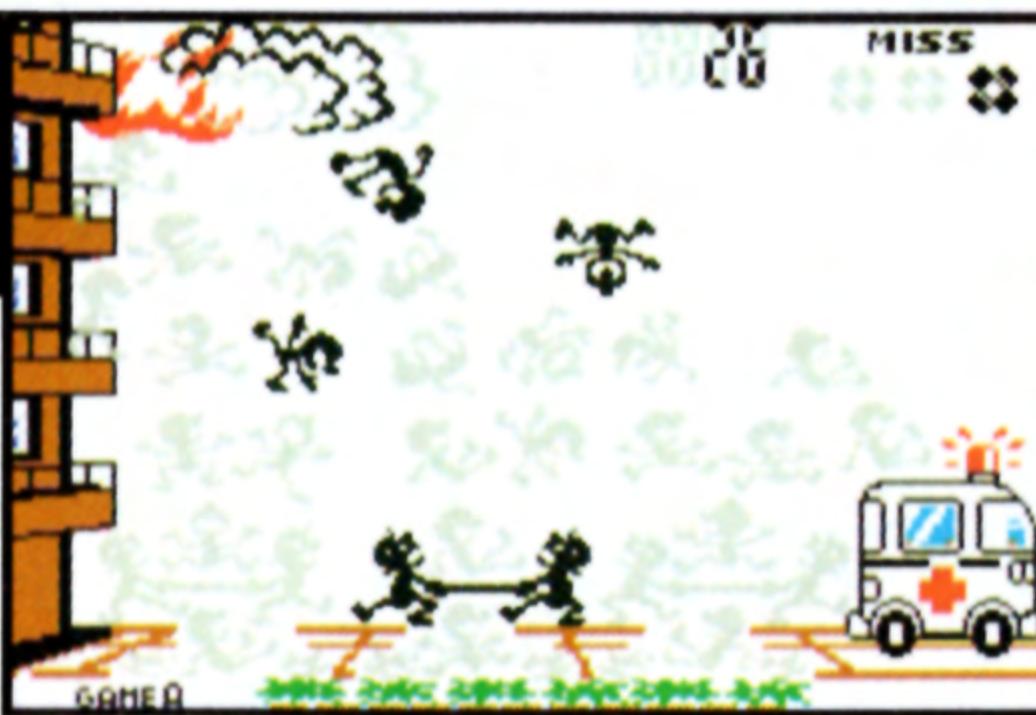
Move right



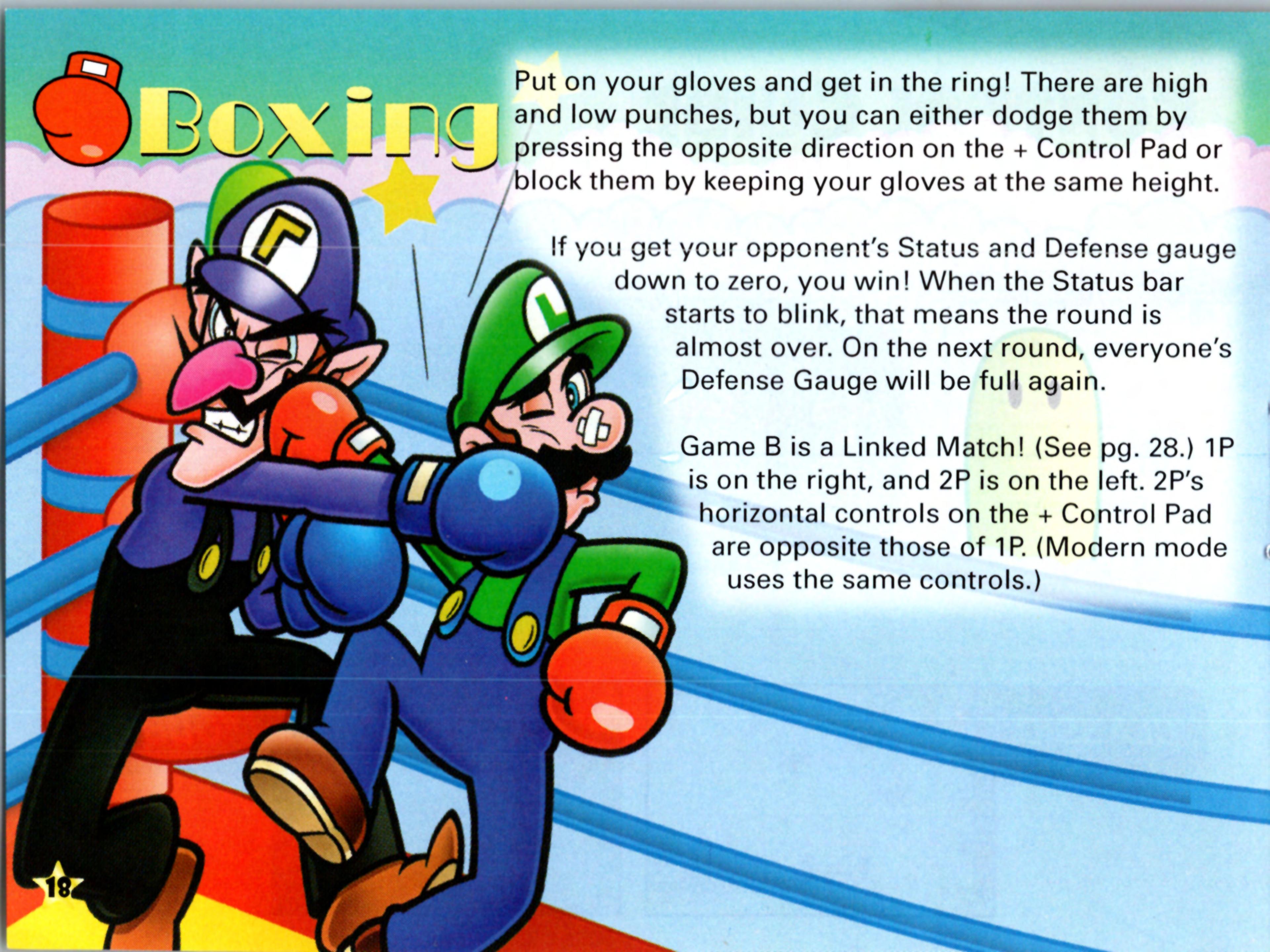
B Button

Move left

CLASSIC



MODERN



# Boxing

Put on your gloves and get in the ring! There are high and low punches, but you can either dodge them by pressing the opposite direction on the + Control Pad or block them by keeping your gloves at the same height.

If you get your opponent's Status and Defense gauge down to zero, you win! When the Status bar starts to blink, that means the round is almost over. On the next round, everyone's Defense Gauge will be full again.

Game B is a Linked Match! (See pg. 28.) 1P is on the right, and 2P is on the left. 2P's horizontal controls on the + Control Pad are opposite those of 1P. (Modern mode uses the same controls.)

# CONTROL GUIDE



## + Control Pad

- ▶ Lean back to Avoid
- ◀ Return to stance
- ▲ Raise Gloves
- ▲+ A High Punch
- ▼ Lower Gloves
- ▼+ A Low Punch



A or B Button

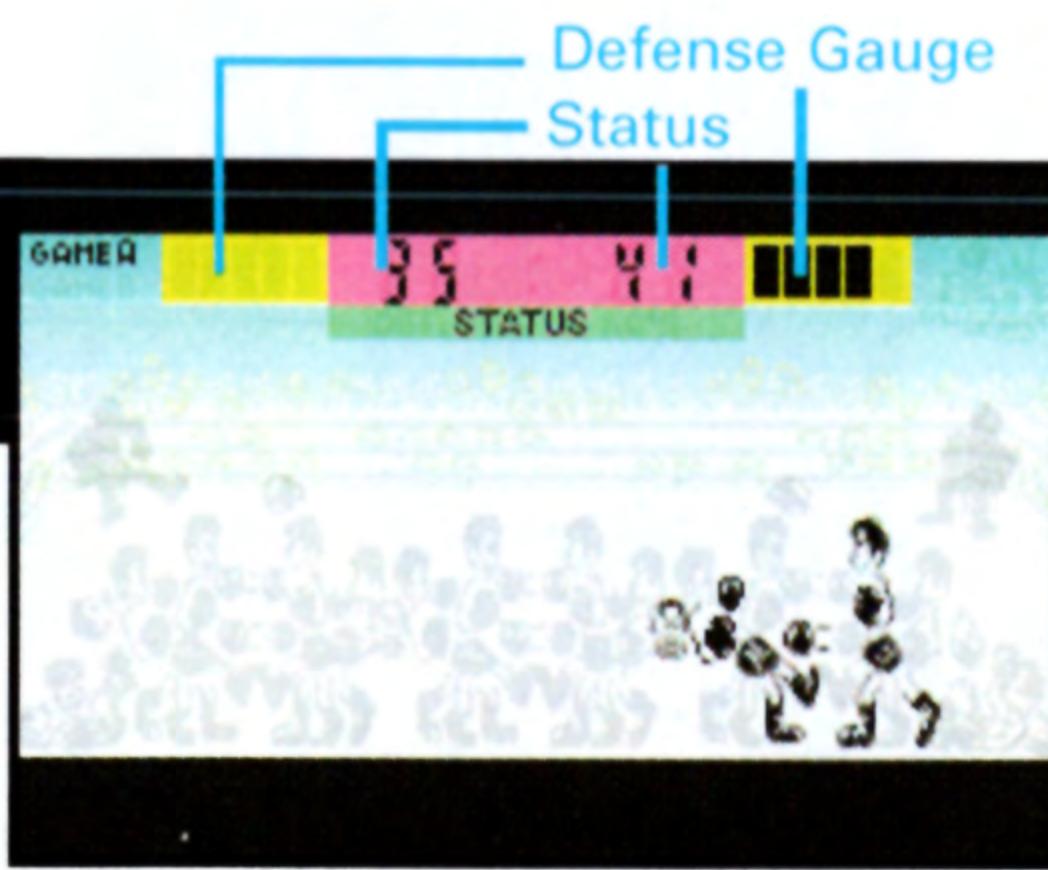
Punch

START

START

Pause game

CLASSIC



Defense Gauge

Status

Opponent's Defense Your Defense Gauge

MODERN



# Rain Shower

Move the clothesline to keep your laundry from getting wet!

## Classic

The rain will stop every 100 points, so take advantage of that hard-earned break! On Hard, crows will tug at your line, so keep an eye out for them!

## Modern

It's not rain that's falling! It's water balloons! Tug on the lines to keep the balloons from hitting your friends. Don't worry about avoiding the falling stars!



# CONTROL GUIDE



+ Control Pad

Move ▲▼◀▶

START

START

Pause game



A or B Button

Tug the line

CLASSIC



MODERN



# Mario's Cement Factory

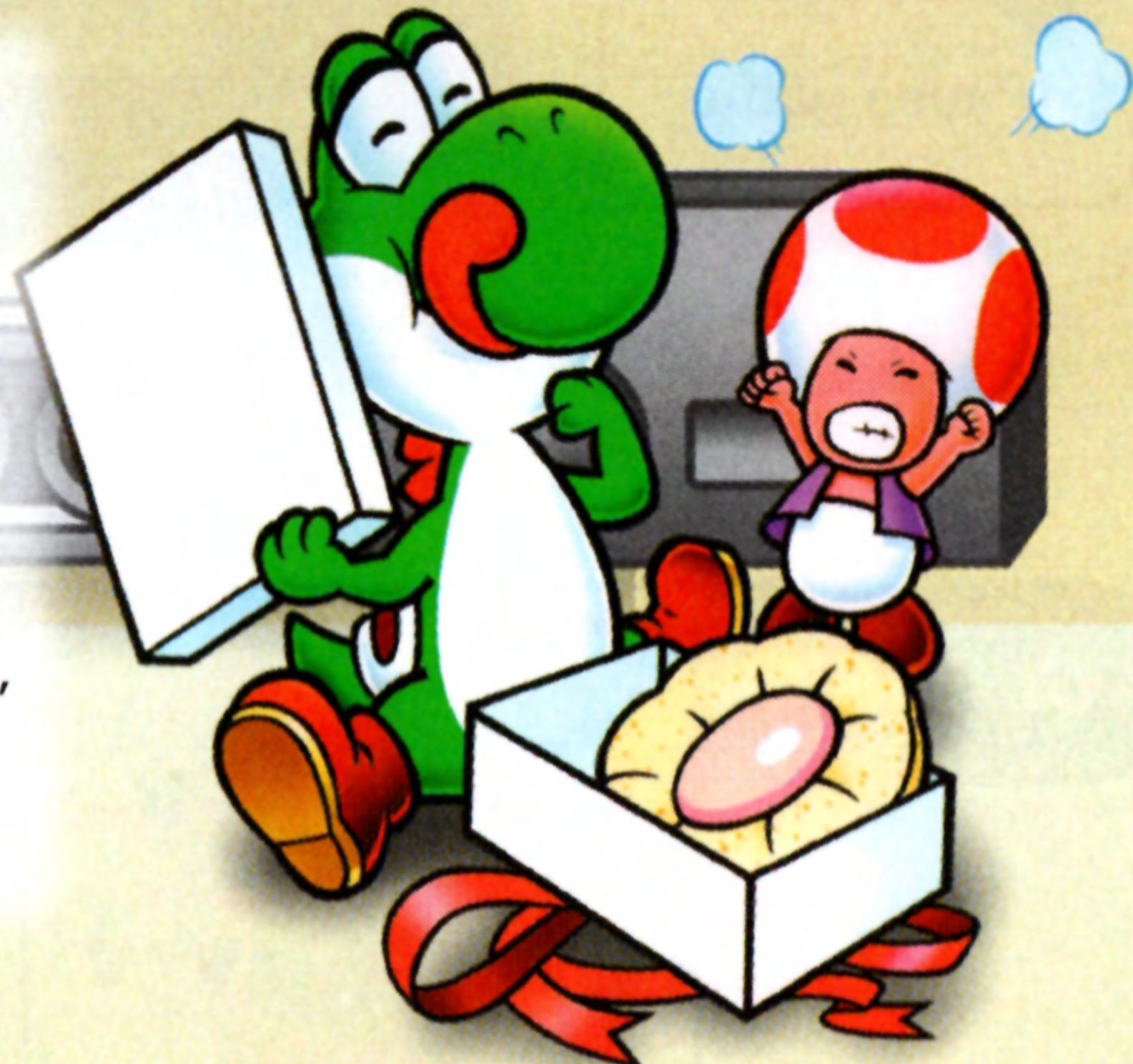
Use the elevators to keep the cement flowing!  
The tanks can hold up to three loads of cement.  
The fourth load into one tank will always give  
you a Miss mark!

## Classic

Be careful not to get crushed or get your foot caught in the elevator! When there aren't enough elevators, use the safe landing on the ground floor.

## Modern

That's not cement! It's cookie dough, and you've got to get it into the ovens! Sometimes, the Boos pull pranks by hiding in the ovens. Be careful! You might not be able to drop dough into the oven if a Boo is hiding there!



# CONTROL GUIDE



+ Control Pad

Move ➡



START

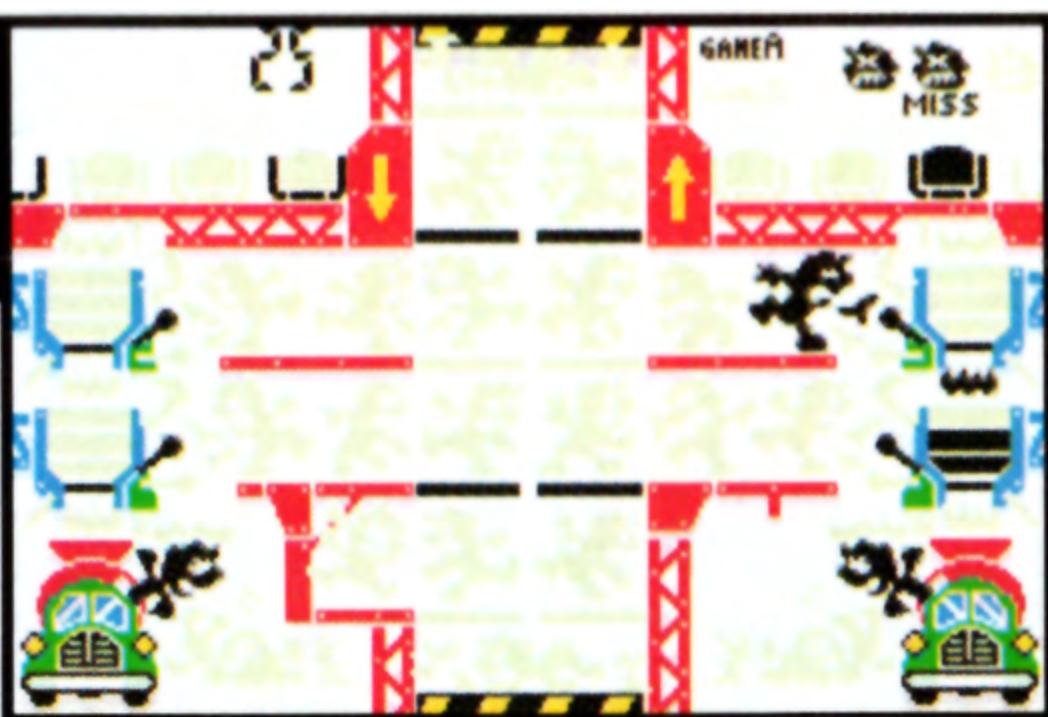
Pause game



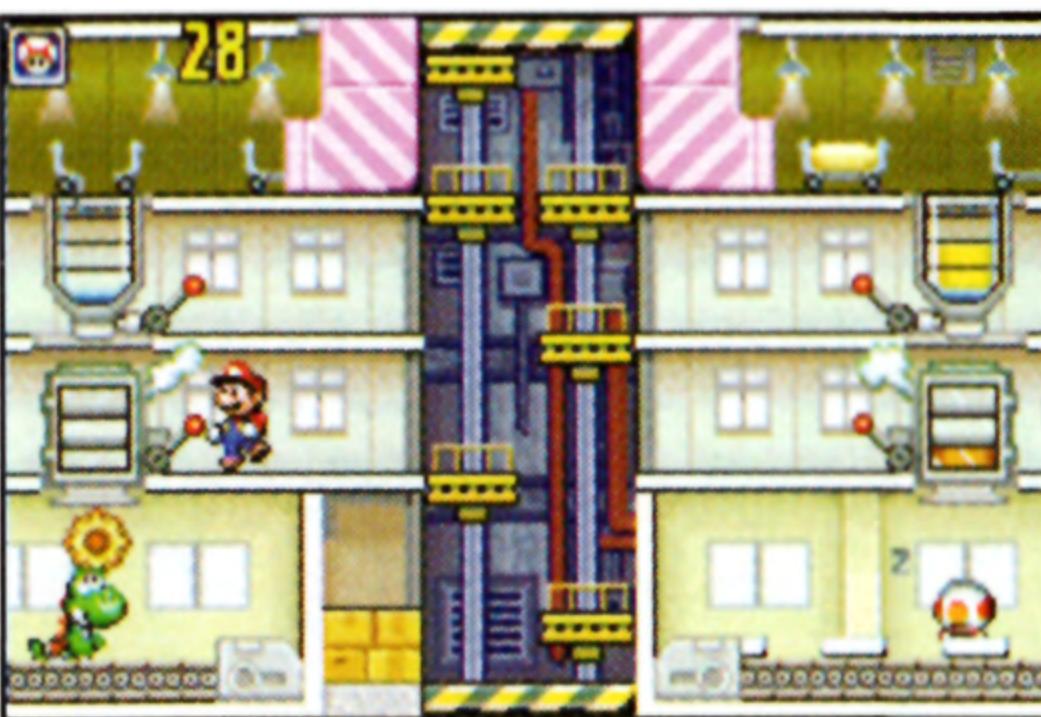
A or B Button

Release cement/dough

CLASSIC



MODERN



# DONKEY KONG® Jr.

Avoid enemies and grab the keys so you can rescue Donkey Kong from Mario!

## Classic

Use your jump wisely to avoid the crocodiles. The sooner you open the cage, the more points you receive! Be careful timing your jump when you go for that key!

## Modern

You can step on the Goombas and Nipper Plants, but to attack other enemies, you have to drop fruit. Be careful with your timing as you make the final approach to the cage!



# CONTROL GUIDE



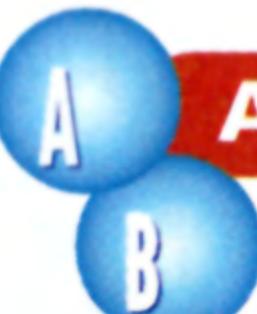
+ Control Pad

Move ▲▼◀▶



START

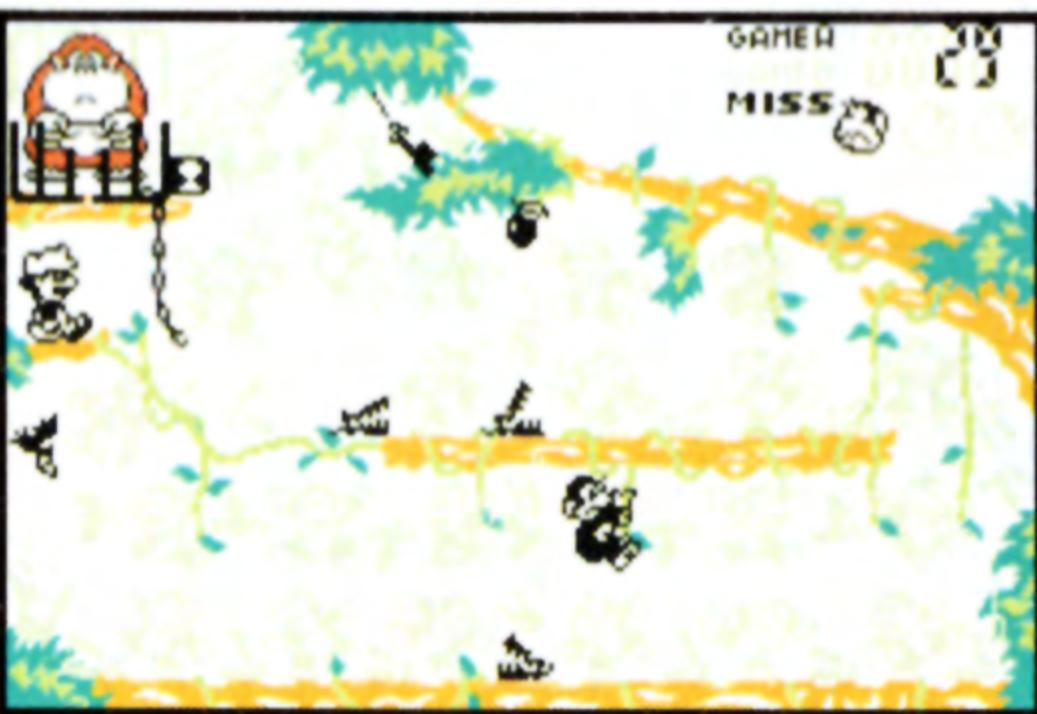
Pause game



A or B Button

Jump

CLASSIC



MODERN

# DONKEY KONG 3

In this game, you and Donkey Kong compete to send bees to one another's side of the screen!

## Classic

You'll need to replenish your spray bottle often if you want to keep those bees away!

Game B is a Linked Match! (See pg. 28.) You and your opponent both start with 50 points. When a bee comes on your side, your points will start to go down. Players receive a Miss mark if their score reaches zero.

## Modern

Enclose the Boo and the fireballs in bubbles to send them toward the other player! Fireballs won't move on their own, but Boos sneak up on players when their backs are turned. 2P is a Linked Match. (See pg. 28.)

Regardless of who wins, you receive a star every time you play Game B for 2P Donkey Kong 3 in a Linked Match.

# CONTROL GUIDE



+ Control Pad

Move ▲▼◀▶



START

Pause game

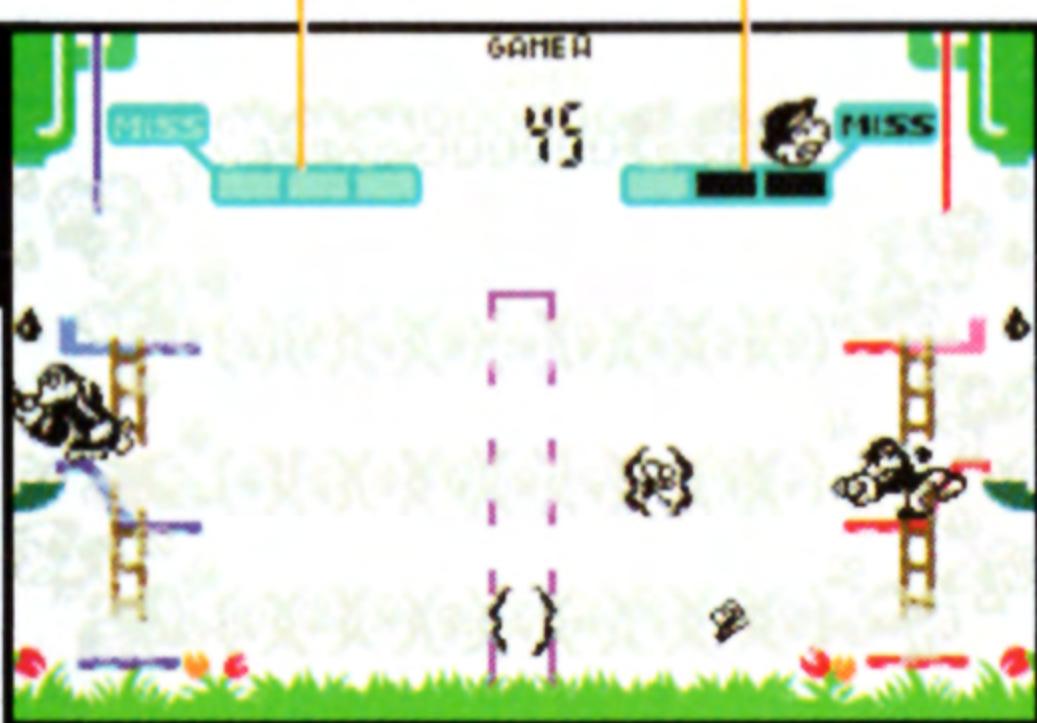


A or B Button

Spray/Shoot  
a Bubble

Spray Bottle Gauge

CLASSIC



Bubble Juice Gauge

MODERN



# LINKED MATCHES

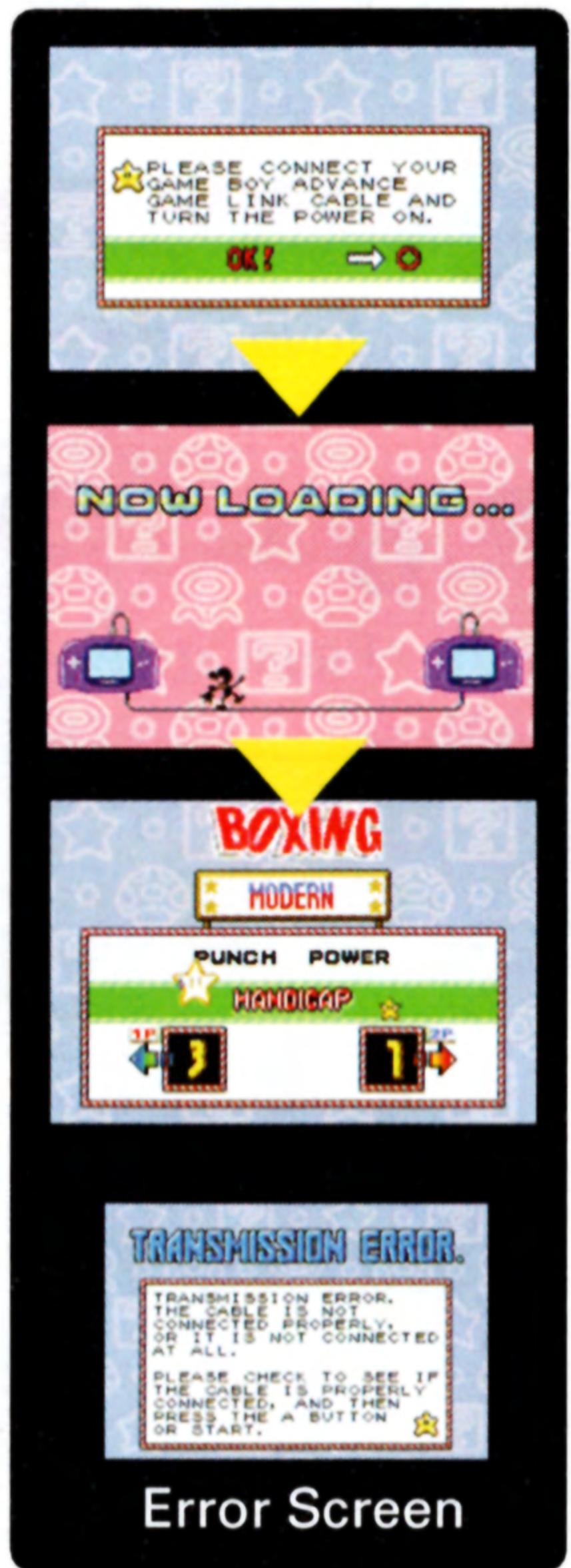
Link up using a single Game & Watch Gallery 4 Game Pak to play Donkey Kong 3 and Boxing with a friend!

## Now Link Up!

Please read the information on the next page and choose linked mode for Boxing or Donkey Kong 3. The data transmission will begin when you see "OK." When this has finished, you can use the + Control Pad to select a handicap and press the A Button to start the match. Handicaps may be applied to either 1P or 2P in a Modern Linked Match, but only to 1P in a Classic Linked Match. The higher the number, the stronger that player is. Just look at the number of Stars!

When transmission fails. If transmission fails, you will see an Error screen. Check the Game Link cable connection and try again.

Only 1P can use START to pause the game. 1P may also choose Exit from the Pause screen to quit the game.



Error Screen

Here's all of the information you need to link two Game Boy Advance systems.

## Necessary Equipment

Game Boy Advance systems:

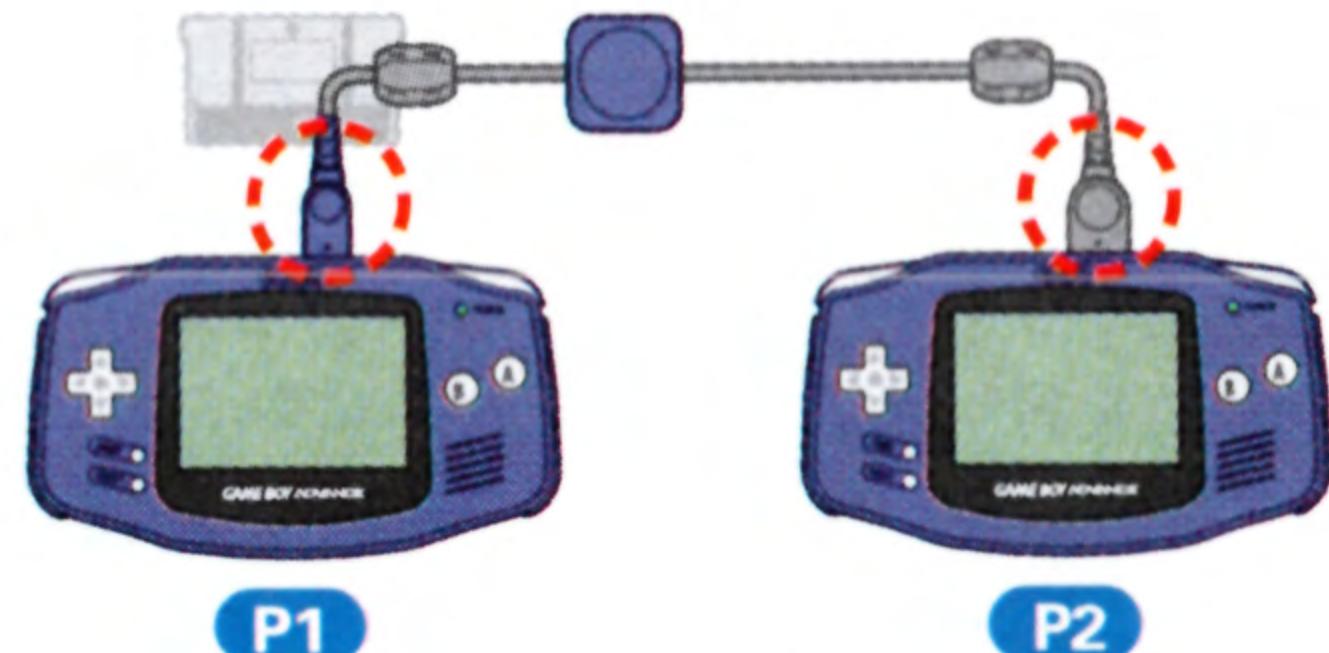
One per player

Game & Watch Gallery 4 Game Paks:

One per player

Game Boy Advance Game Link cables:

One



## Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game & Watch Gallery 4 Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
  - Player One will be the player with the smaller end of the cable connected to his or her console.

## Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.

# GALLERY CORNER

You unlock more of the Gallery as you earn stars in each game. You receive one star for every 200 points you earn in any game. Collect all you can! (See pg. 12 for more about Stars.)

## Check out the Gallery Corner!

Use the + Control Pad to select “View the Gallery” on the title screen, and press the A Button to enter. Press the B Button to return to the title screen.



Title Screen

## Look Around the Gallery!

In the Gallery Corner, you can select any gallery by moving the + Control Pad and pressing the A Button. Press the B Button to return to the Gallery Corner.

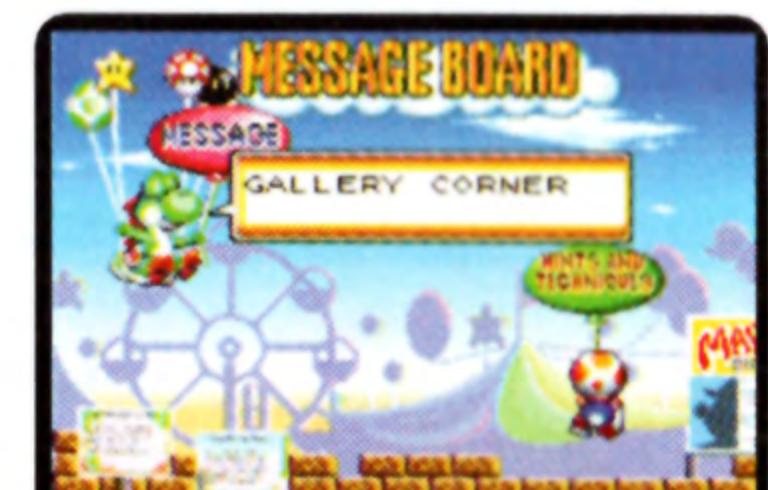
## The Message Board

The Message Board is the first part of the gallery you will unlock. Here, you can read detailed descriptions of games and helpful game-play hints. You can also review the descriptions of games that appear before you play them.

Press up or down on the + Control Pad to choose “Message” or “Hints and Techniques.” Then press left or right on the + Control Pad and press the A Button to choose the specific item you wish to view. Press the B Button to return to the Gallery Corner.



Message Screen



Message Board



Museum Screen

## The Museum

Once you have collected enough stars, you will unlock the Museum. Here, you can look at other classic Game & Watch games. If you collect enough stars, you will be able to play them, too!

# NOTES



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(U.S. and Canada)

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REV-M

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PRINTED IN JAPAN